

DETEOS™

Disney MAGIC

NINTENDO DS™



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

Important Legal Information

This Nintendo game is not designed for use with any copying device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.



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METEOS™: DISNEY MAGIC



Embark on an epic quest to fix the famous Disney storybook vault in *Meteos: Disney Magic*! Combine blocks, create combos and blast them off the screen as you help save the day for all of your favorite Disney characters!

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GETTING STARTED

1. Make sure the POWER switch is OFF.
2. Insert *Meteos: Disney Magic* Game Card in the Nintendo DS™ slot.
3. Turn the POWER switch ON.

NOTE: *Meteos: Disney Magic* Game Card is designed for the Nintendo DS™ system.

4. Please read and accept the Health and Safety screen by touching the bottom screen.
5. If the game does not automatically launch, select the *Meteos: Disney Magic* game icon from the DS launch screen.

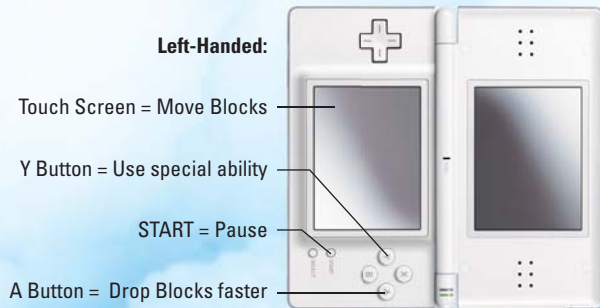
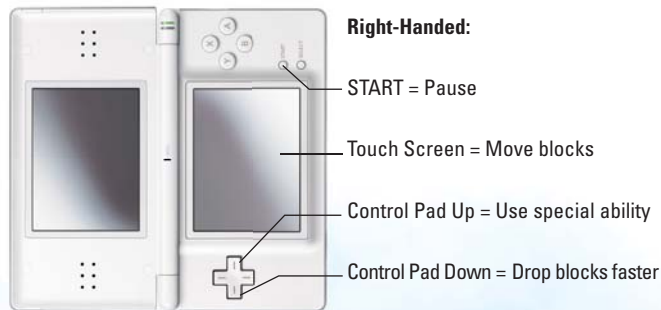
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CONTROLS

Meteos: Disney Magic is played with your Nintendo DS system turned sideways. If you're right-handed, play the default way with the bottom screen (Touch Screen) on your right and the top screen on your left. Or switch to left-handed mode with the bottom screen (Touch Screen) on your left and the top screen on your right by selecting Options on the Main menu. Select Handedness and then click on Left. Flip your Nintendo DS around and you're ready to play!

Make your selections on the Touch Screen and then check the top screen to see an explanation. Medals and high scores will be saved. Once you quit out of story mode, you will have to start from the beginning to reach the stage you were on.

Once you're in a game screen, use your stylus to select and drag blocks across the screen. Match three of the same blocks and a rocket-propelled boost will send all the blocks you selected and the ones above them into the air.



PLAYING THE GAME

Play by using your stylus to slide the stacked blocks one at a time up and down or right and left. Match three or more of the same block vertically or horizontally to launch the blocks upward. If the blocks get launched all the way to the top of the screen, they turn into magical abilities that can help your Disney friends.



The more blocks you try to launch, the heavier they get, and it gets harder to launch them off the screen. Once blocks have been launched into the air, try lining up even more blocks to make them all shoot up higher. If you line up rows of matching blocks while other blocks are already in flight, the whole stack launches even farther!



SPECIAL GAUGE

You can use your special ability to help clear the screen even faster. Wait until the Special Gauge is full, and then click the gauge to launch your special ability!

SPECIAL BLOCKS



Wild Blocks

Wild Blocks can be used as a substitute for any other block, like the Joker in a deck of cards. Move a Wild Block next to two blocks that are the same and all three blocks will launch into the air!



Rocket Blocks

Double click a Rocket Block and you'll launch three blocks in a row – the Rocket Block and the blocks on either side of it, no matter if they're the same or not.



Replacing Blocks

Double click a Replacing Block to change all the blocks of a single color into a different color! If you use Replacing Blocks right, you can launch lots of blocks with ease!



SPECIAL ABILITIES



To use Special Abilities, wait for your Special Gauge to get filled up. The gauge fills as you play through the game. When it's full, touch the gauge to use one of three Special Abilities. Each stage uses a different special ability, so be sure to know which one you're activating when you touch the Special Gauge. In Story Mode, you cannot choose which ability to use. In other modes, you will be given the option to choose which one to use.

Nitro Boost



Touch the Special Gauge to activate Nitro Boost and your blocks will launch with much more force. Watch out for the 'B' to appear on the Special Gauge.

Slow Mode



When you activate Slow Mode, the blocks move a lot slower so you can match more of them. Watch out for the 'S' to appear on the Special Gauge.

Horizontal Block Movement



On the levels where you can't move the blocks horizontally (in Expert difficulty), activate this Special Ability to move the blocks side to side. Watch out for the 'H' to appear on the Special Gauge.

MAIN MENU



Single Player

Select Single Player to start a single player game of *Meteos: Disney Magic*.

Story Mode

Play Story Mode to help Jiminy Cricket and Tinker Bell get the Disney stories straightened out. Every time you successfully clear a level, you unlock parts of the story you're helping to fix. Select your skill level and the stage you want and start matching blocks!





Challenge Mode

Play Challenge Mode to power your way through the screens, connecting as many matching blocks as you can. Select the storybook and then the game you want. (Storybooks for Challenge Mode must be unlocked through successful play in Story Mode.)

- In Simple Mode, keep playing until the blocks pile up off the screen.
- In Time Attack, fire the specified number of blocks as fast as you can.
- Select Score Attack to get as many points as you can in the time specified.



Versus CPU

Select Versus CPU to play against a computer opponent in an all-out block-matching blowout!

- In Survival Mode, if the blocks pile up to the top of the screen, it's game over!
- In Time Mode, match as many blocks as you can in the time specified.

Select up to three CPU opponents and choose their difficulty level. Versus CPU is a great way to practice for Multi-Player games with your friends!



Host Group

Select Host Group to create a new game for other players to join. Choose Survival Mode or Time Mode and select the other game settings. When all players are ready, click Start to begin your Multi-Player game.

Join Group

Select Join Group to play a game that's hosted on a friend's Nintendo DS system.

Multi-Player

Select Multi-Player to play *Meteos: Disney Magic* with your friends! See page 23 for more info.



Extras

Select Extras to check game history and see the character images. You can see all the secret stats about your games in the History section. Select VS Record to see the stats for all your Multi-Player games. Select Story Viewer to see the story character images you unlocked in the game.

DS Download Play

Select DS Download play to transmit a trial version of *Meteos: Disney Magic* to your friends for single or Multi-Player games. See page 20 for further instructions.





Options

Select Options to change your sound settings, switch from right-handed play to left-handed or to erase your saved game data.

Tutorial

Select Tutorial to learn about all the special blocks and abilities. You can find tips on how to get higher scores in the game!



STAGES

Be sure to pay close attention to Jiminy Cricket and Tinker Bell's info before each stage because the story changes every time. You'll learn the name of the stage, who needs your help and what you need to do. Watch for the special ability for each stage and a tip to help you fix the storybook.



DS DOWNLOAD PLAY



Meteos: Disney Magic allows you to share a copy of the game with up to three friends. They can play single player games or join in Multi-Player matches even if they don't own a copy of the game! Follow the steps in Send a Copy to a Friend to introduce new players to *Meteos: Disney Magic*. Make sure your friend follows the Steps for Your Friends section.

What You Need

- One Nintendo DS system for each player
- One *Meteos: Disney Magic* Game Card



Send a Copy to a Friend

1. Make sure that all DS systems are turned off, then insert a *Meteos: Disney Magic* DS Game Card into your system.
2. Turn on the power on the host system (that's you!). The DS menu will appear.
3. Touch the *Meteos: Disney Magic* panel.
4. Select "DS Download" from the main menu.
5. Your system will search for other players.
6. Tap on "Start Transmitting" once all other players are ready.
7. Your system will transmit the game to other players then return to the Main menu.



Steps for Your Friends

1. Remove any Game Cards from the system, then turn on the power. The DS menu screen will appear.
2. Touch the DS Download Play icon on the receiving DS Start Menu.

3. Touch the *Meteos: Disney Magic* Panel, then tap Yes to download the software.
4. You'll see the word "Downloading..." on your screen.
5. The game will automatically download.

Playing the Game with a Trial Version

When players play *Meteos: Disney Magic* with a demo version downloaded from a friend, they can play both single and Multi-Player games. In single player games, demo players can select Challenge Mode or Versus CPU. See page 14–15 for more info on these modes.

Demo version players can play Multi-Player games when those games are hosted by a player with a *Meteos: Disney Magic* Game Card. See page 23 for Multi-Player setup instructions.

MULTI-PLAYER

You can play Multi-Player *Meteos: Disney Magic* games with up to three of your friends. A player who has a *Meteos: Disney Magic* Game Card is the host of the game and the other players join the game.

When you play against your friends, send blocks to their screen by launching them to the top of your screen. Try to outlive your opponents!



Hosting a Game

1. From the Main menu, select Multi-Player, then select Host Group.
2. Choose your settings including rules, number of lives, then tap OK.
3. Wait for the other players to join your game.
4. Once the other players have joined, choose the storybook, special ability, and handicap (move the slider from -3 to +3 to make the game easier or more difficult).
5. Once the other players are in a READY state, the host can touch Start to begin the game.

NOTE: You cannot HOST the game in a trial version.



Joining a Game

1. Up to three players can join a Multi-Player match, either *Meteos: Disney Magic Game* Card players or DS Download Play version players.
2. From the Main menu, select Multi-Player.
3. Wait for the host to select the game settings.
4. Select the host you want to join.
5. Choose the storybook (Game Card players only), special ability, and handicap (move the slider from -3 to +3 to make the game easier or more difficult).
6. Touch Start to get ready for the game!

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